

**Apparatus and method for coding an information signal into  
a data stream, converting the data stream and decoding the  
data stream**

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**Abstract**

More customization and adaptation of coded data streams may  
be achieved by processing the information signal such that  
the various syntax structures obtained by pre-coding the  
10 information signal are placed into logical data packets,  
each of which being associated with a specific data packet  
type of a predetermined set of data packet types, and by  
defining a predetermined order of data packet types within  
one access unit of data packets. The consecutive access  
15 units in the data stream may, for example, correspond to  
different time portions of the information signal. By de-  
fining the predetermined order among the data packet types  
it is possible, at decoder's side, to detect the borders  
between successive access units even when removable data  
20 packets are removed from the data stream on the way from  
the data stream source to the decoder without incorporation  
of any hints into the remainder of the data stream. Due to  
this, decoders surely detect the beginnings and endings of  
access units and therefore are not liable to a buffer over-  
25 flow despite a removal of data packets from the data stream  
before arrival at the decoder.

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